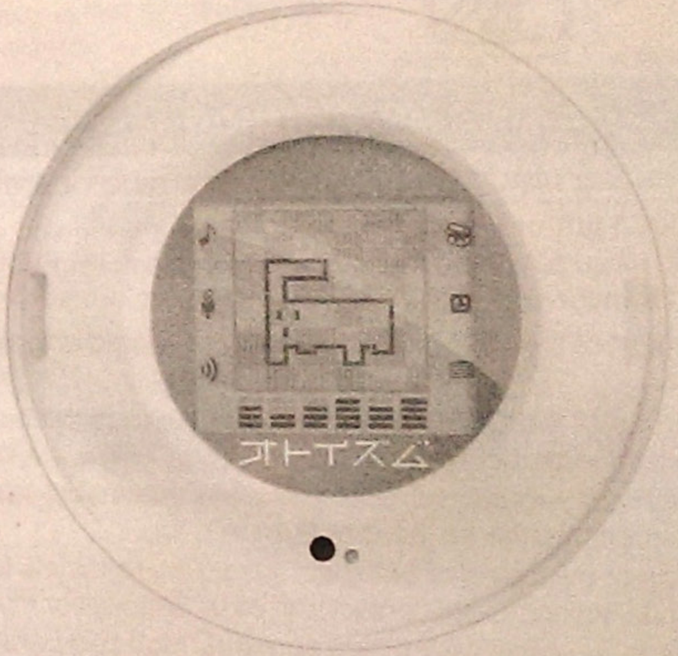
オトイズム™

OTOIZM

KONAMI

オトイズム™ OTOIZM

Instruction Manual



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Introduction

Thank you for purchasing the Konami OTOIZM. Please read this instruction manual carefully before use to understand the correct method of operation and to familiarize yourself with the safety warnings. Keep it in a safe place for future reference.

Risk of strangulation

Risk of choking

⚠ Warning

Please read carefully to ensure safe operation.

- The CR2032 lithium battery should not be swallowed or placed in the mouth. Keep out of the reach of children. Seek immediate medical attention if swallowed.
- Replacement of the CR2032 lithium battery should only be performed by an adult.
- Improper use of the CR2032 lithium battery can result in overheating, explosion and leakage. Refer to the warnings below.

• As it uses lithium, organic solvents and other flammable substances, do not short circuit, dismantle, heat or burn in a fire.
• When storing or disposing of batteries, isolate the terminals with tape, etc. so that they do not come into contact with other batteries or metallic objects.
• Avoid storage in areas with direct sunlight, high temperature or high humidity.

• Align the terminals (+ and -) correctly when inserting the battery.
• Remove the battery before long periods of non-use.
Please be aware that this results in the memory being erased.
• If any liquid leaking from the battery comes into contact with the eyes, rinse thoroughly with water and seek medical attention. If it comes into contact with skin or clothing, rinse with water.

- Do not place in the mouth as there are small components which may cause choking.
- As there is a risk of accidental ingestion, do not give to children under 3 years old.
- Do not place the cable around the neck and engage in horseplay as there is a risk of strangulation.
- As there is a risk of an accident with the cable, do not give to children under 18 months old.
- The tip of the connector is pointed and may cause injury. Do not use it for anything other than its intended purpose.
- As there is the risk of an accident, store out of the reach of children under 3 years old after use.
- As glass is used in the liquid crystal display, do not handle roughly.
- This product is not recommended for continuous use as a music player. Avoid prolonged use and listening at high volume as this can cause damage to hearing. Please read the warnings in the music player description carefully before use.

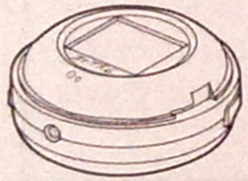
<Notes for use>

○To avoid accidental ingestion, etc., the lid of the battery case is sealed with a screw. Use a screwdriver when inserting or replacing the battery. ○ When the battery runs out the liquid crystal display and the sound becom faint and the unit will not operate as normal. If this occurs, replace the batte with a new one. ○Do not handle roughly (hitting, dropping, etc.) as there is risk of breakage. ○As this device is not waterproof, avoid all contact wi water. If it does become wet, remove the moisture with an absorbent cloth. (Keep the connection cable away from sources of heat.

CONTENTS

What's Included……P3
What is OTOIZM?……P4
Part Names and Functions……P5-6
Connecting to Music Players or Other Audio Devices ……P7-8
Getting Ready……P9
Reading the LCD Screen……P10
OTOIZM Flow……P11-12
Growing a new OTOIZM……P13-14
Caring for OTOIZM……P15-17
Playing with Your Pet……P18
Mode Introduction……P19
Listen in "Swing Mode"……P20-21
Collect Words with "Mic Mode"……P22
Sessions with Friends using "Comm Mode"…P23-24
"Password Mode"……P25
"Profile Mode"……P26
"Settings Mode" ……P27
OTOIZM Standalone Play……P28
The Pets……P29-30
Troubleshooting……P31-32
Quick Reference Guide……P33

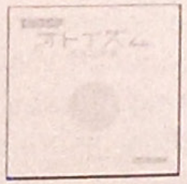
WHAT'S INCLUDED



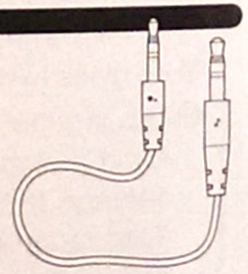
■OTOIZMx1

■Cord Reelx1

■Clear Coverx1



■Instruction Manualx1



■Connection Cablex1

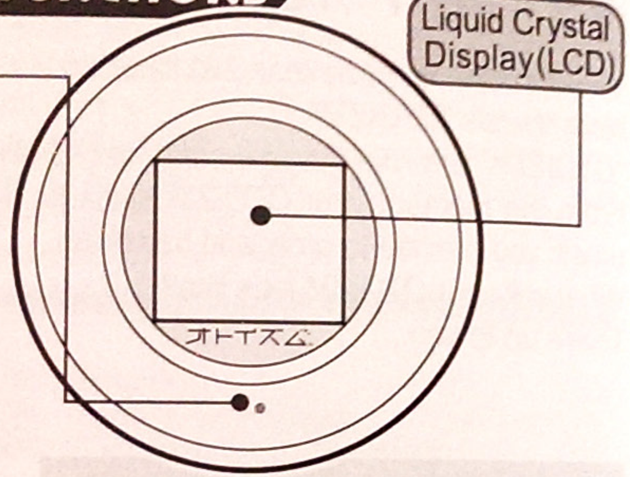
WHAT IS OTOIZM?

There's more to music than just listening.
Now, there's "OTOIZM".
"OTOIZMs" are little magical creatures spawned and shaped from music.
From the moment your OTOIZM takes its first breath, it will feed on the music you provide to grow and transform.
What will your OTOIZM look like?
That's up to you...

PART NAMES AND FUNCTIONS

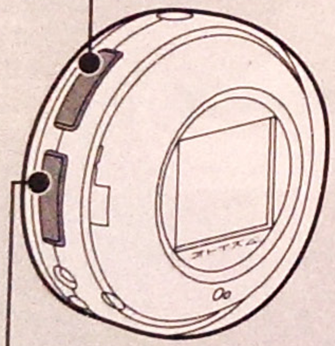
Reset Switch

To reset your OTOIZM unit, press the Reset Switch with the point of a pen or some other object with a pointed end. Use this function when starting a creature for the first time; after replacing the unit's battery; or when the display screen is not operating properly.
NOTE: Resetting OTOIZM will erase all saved data.



Select button

Use this to select any available option.



Cancel button

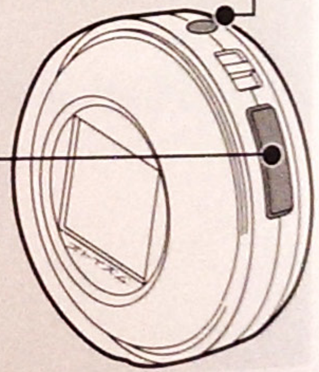
Use this to cancel a current operation and return to standby mode.

Earphone Plug Jack

Allows you to connect earphones and listen to music during play.

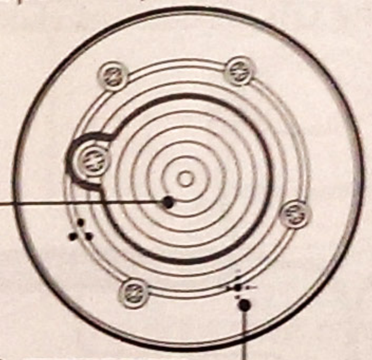
Enter button

Press this button to enter a selection or to input rhythm.



Battery Cover

Open to replace battery.

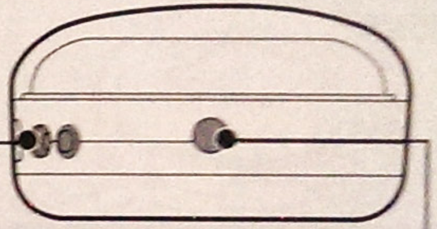


Microphone

Used for recording external sounds.

Infrared Communication Port

Used for "Comm Mode". P23

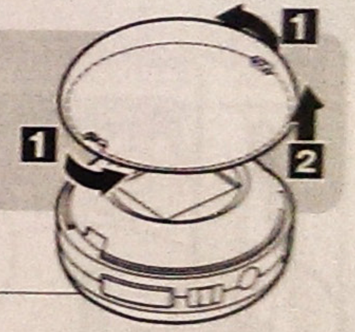


Connection Cable Port

Plug one end of the included connection cable to your music player and the other end into this port.

Pressing the Reset Switch

As shown in the diagram, (1) turn the Clear Cover counter-clockwise; and (2) lift to remove the cover. After removing the cover, use a pointed object to press the exposed Reset Switch.

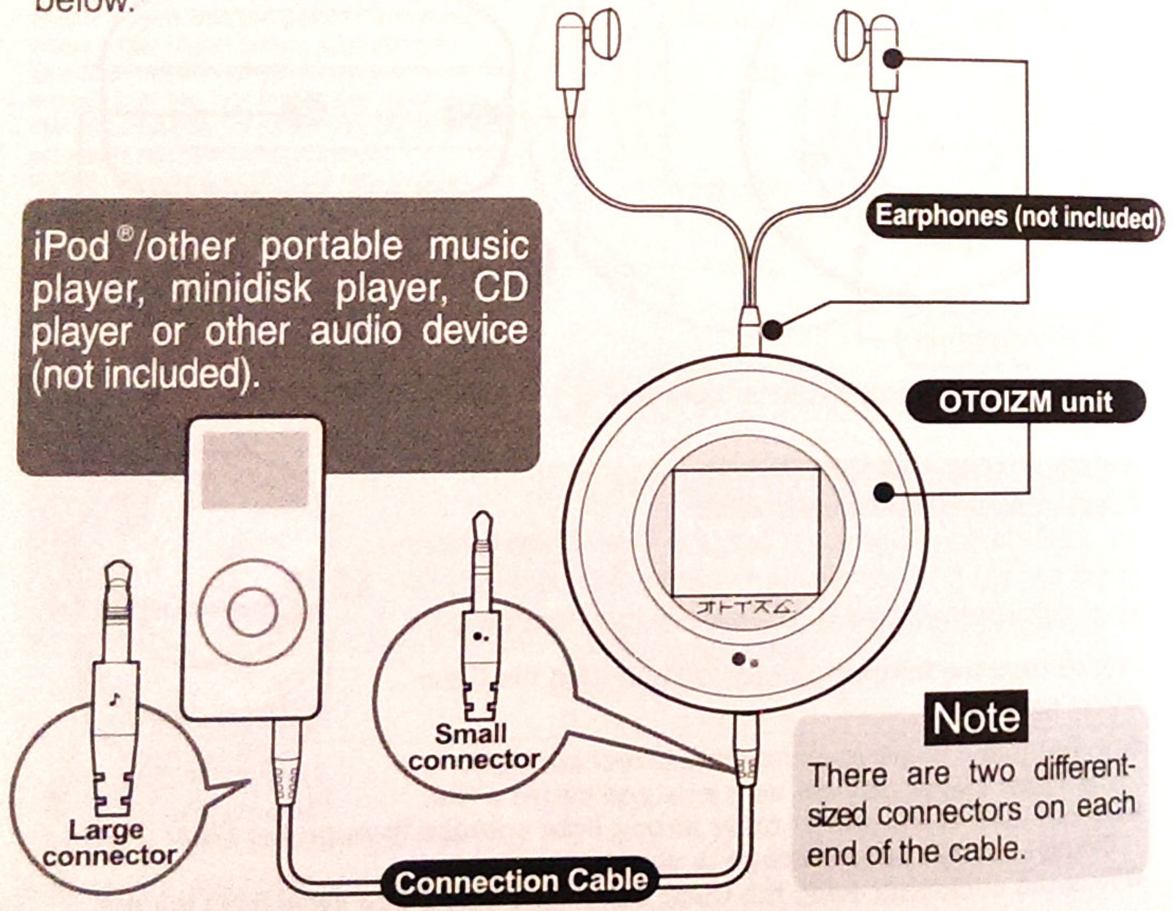


Please read the following notes on handling the Clear Cover carefully.

- **Do not place in areas exposed to direct sunlight. The Clear Cover may act as a lens and cause a fire.**
- **Do not look at the sun or other strong light sources through the Clear Cover. Doing so may cause damage to your eyes.**
- **To avoid accidents, keep the Clear Cover in a safe place away from infants.**

CONNECTING TO MUSIC PLAYERS OR OTHER AUDIO DEVICES

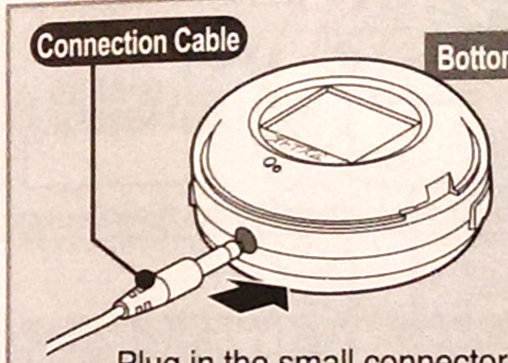
To grow a new OTOIZM you must first play some music for it. Connect your music player or other audio device to the OTOIZM unit as shown below.



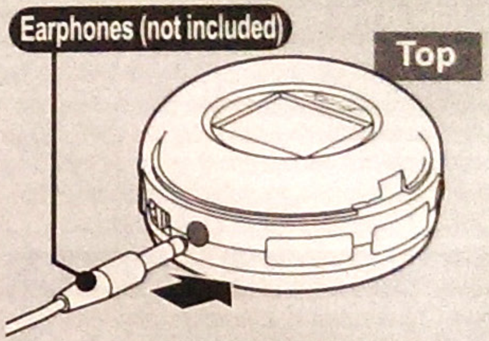
Note

There are two different-sized connectors on each end of the cable.

CABLE CONNECTION



Plug in the small connector.

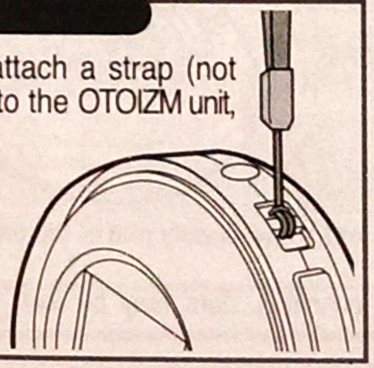


Plug in earphone cable (not included).

Any player with an earphone output connection can be used.

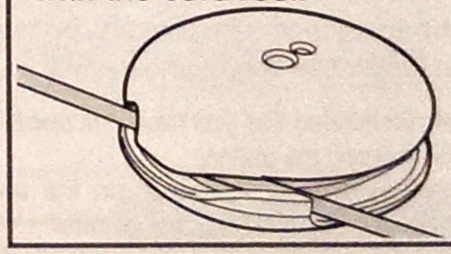
Strap

You can attach a strap (not included) to the OTOIZM unit, as shown.



Cord Reel

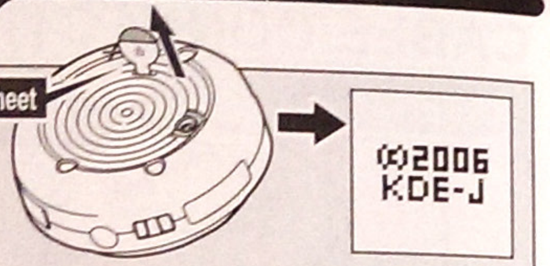
Wrap up excess cable length with the cord reel.



GETTING READY

Installing the battery

Turn on your OTOIZM unit by carefully pulling out the battery insulation sheet protruding from the bottom of the unit.
Upon removal of the insulation sheet, the unit's LCD screen should display the symbols shown on the far right. If nothing appears on the screen, press the Reset Switch (→P5)



※ Upon removal, immediately discard the insulation sheet.

Energy Save (Auto-Power Off) Mode

The LCD display is automatically shut down if there is no activity for more than one minute.
To restore the display, press any button.

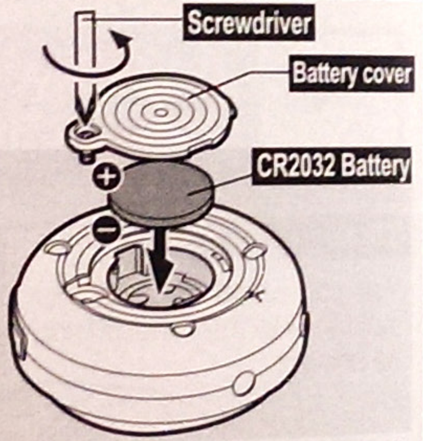
Replacing the Battery

Warning!
Data may be lost when changing the battery.

Select Setting Mode ▶ Battery

The LCD screen will go blank.
Replace the battery, as shown in the figure, within **25 seconds** or data may be lost.

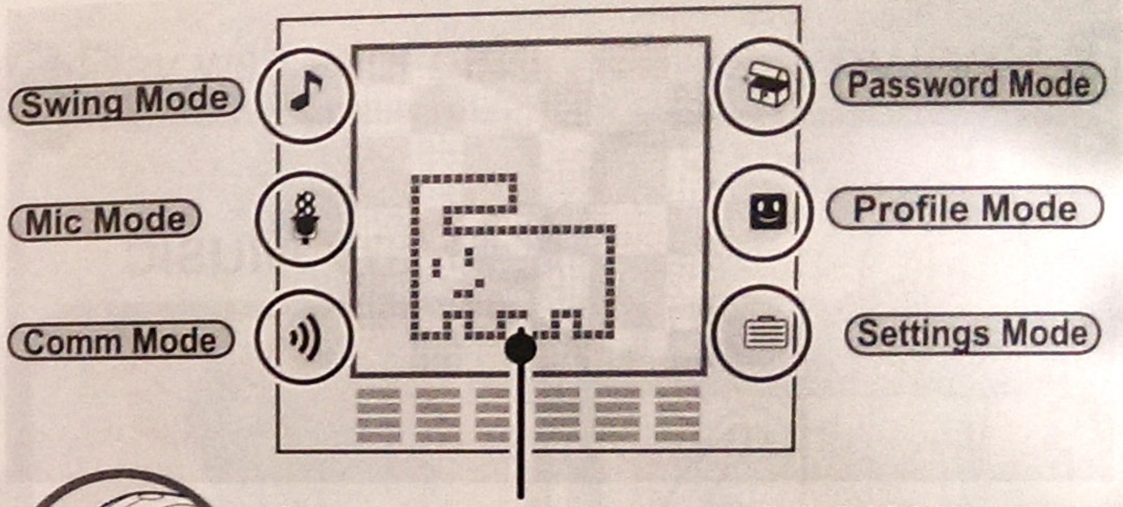
※ When replacing the battery, be sure to follow correct polarity (+ -).

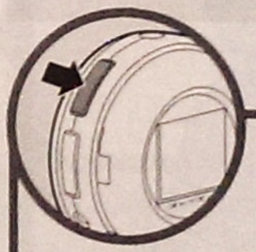


It is recommended that you have a screwdriver and a new battery (out of the packing) ready before replacing the battery.
In some instances, depending on the unit's condition, data may be lost. We are not responsible or liable for any loss of data.

READING THE LCD SCREEN

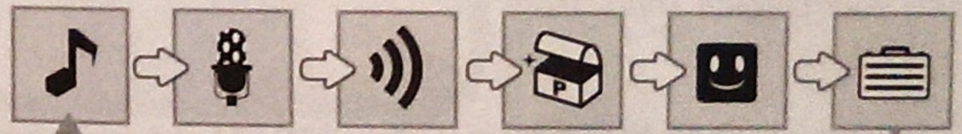
LCD indicators and Mode Description





Magical Music Pet "OTOIZM"

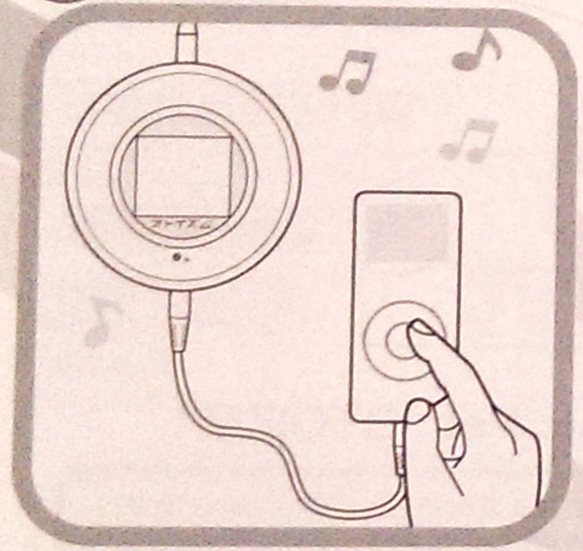
Use the 6 icons on the left and right to select the various modes.
Select an icon with the Select button and press the Enter button to activate the mode. Icons appear in the order depicted below.



See P19 for descriptions of each mode

OTOIZM FLOW

1 Spawn



First, spawn a new OTOIZM pet by playing your favorite song.

2 Play Music

Carry the OTOIZM unit connected to your music player and play songs to your pet.

3 Play with your pet

Play “Dance” with your newborn pet!

4 Play with Friends

Check how compatible your pet is with those of your friends'.

GROWING A NEW OTOIZM

Set the time and date before playing for the first time.

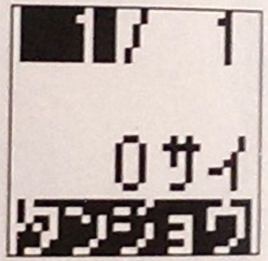
※ Calendar setting does not require a music player to be connected.

Calendar Setting Screen

❶ Set today's date in order of [Year] [Month] [Date] [Hour] [Minute]. Change the digits for each item by using the Select button and pressing Enter button to proceed to the next item. To return to the previous item, press the Cancel button.

Birthday Setting Screen

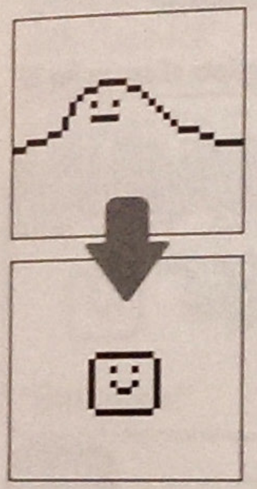
❷ Set your birthday by entering [Month] [Date] [Age (your age)] in the same manner described in step ❶



PLAY MUSIC Screen

❸ Time and date settings are complete when "PLAY MUSIC" appears on the screen.
You are now ready to begin playing music to your OTOIZM pet.

OTOIZM is born!



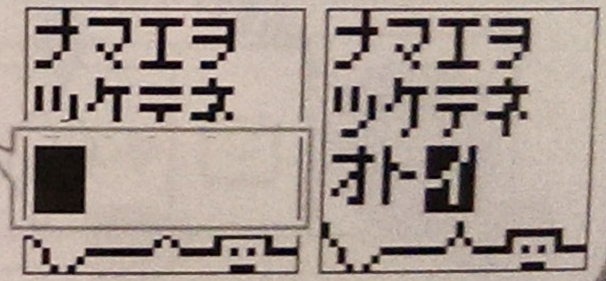
❶ When you connect your music player to the OTOIZM unit and play a song, your pet will appear on-screen as a wave pattern.
(→ "Connecting to Music Players or Other Audio Devices" P7)

❷ In about 30 seconds, your OTOIZM pet will spawn from the song. You can stop playing the song once the pet has spawned. Press the Enter button to input a name for your newborn pet.

❸ To name your pet, press the Select button to choose "Japanese Katakana" → "Alphabet" → "Numbers" → "Symbols" fonts, and press the Enter button to go to the next letter/character. The name is accepted once 5 letters/characters (spaces included) have been entered.

Press the Cancel button to go back to the previous letter/character.
You can enter up to 5 letters/characters.

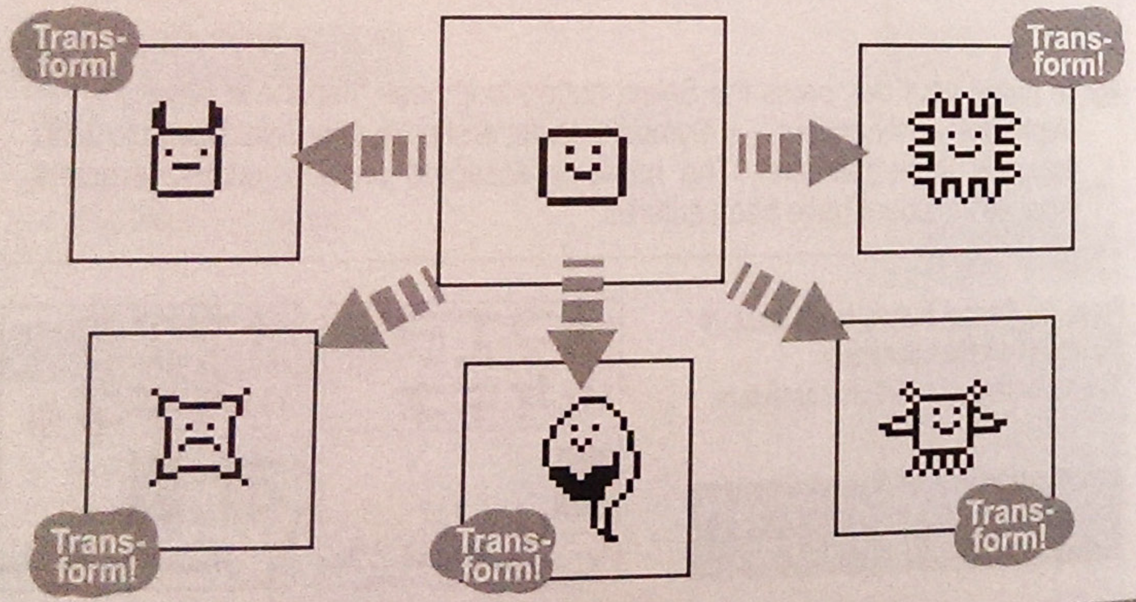
Once assigned, names cannot be changed unless the unit is reset.



CARING FOR OTOIZM

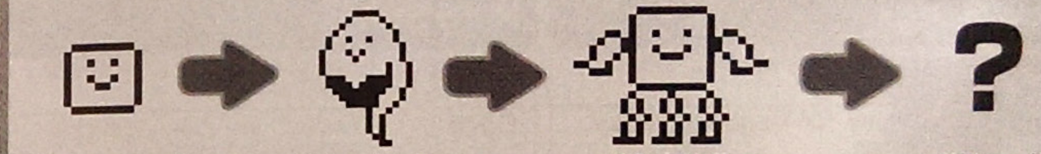
Transformation Change your OTOIZM pet by playing lots of songs for it!

OTOIZM is a magical creature that grows as it listens along with you to the tunes from your music player. Your OTOIZM also transforms into different shapes depending on the music you listen to. "Feed" your OTOIZM with lot of different music and watch your pet change!



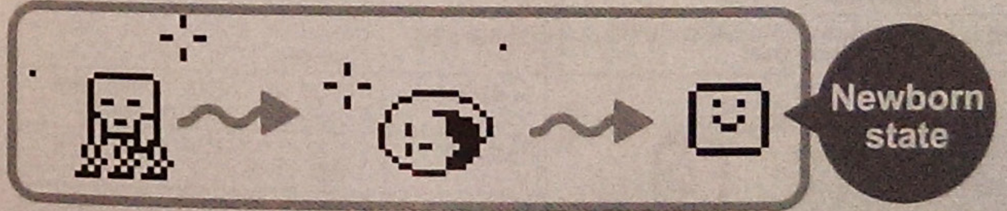
During the growth stage, a newly born "Baby-izm" will change into "Junior" , "Adult" and "Rare" forms. The same adult form can evolve into different shapes depending on what kind of music you play for it.

OTOIZM Shape Change Flow



OTOIZM pets don't die.

However, they will slowly lose energy if you don't play music to them. If left alone for too long, they will revert to newborn state. Keep your OTOIZM healthy by feeding it lots of music.



OTOIZM pets feed on "OTO-source" a nutrient found in music.
If fed the same type of "OTO-source" for a long period of time, they change into a shape based on that source.

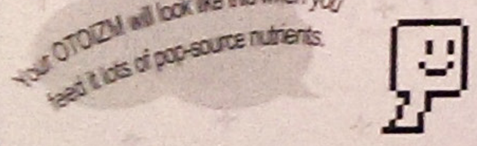
There are 19 different kinds of "OTO-source". They are commonly found in the following types of music. Sometimes, an unexpected tune might yield an unexpected "OTO-source".

Slow Songs	
Elegant エレガント	Found in beautiful, classic music
Chill チル	Found in relaxed, urban songs
R&B	Found in cool, mellow songs
Hip-Hop ヒップホップ	Found in songs with heavy rhythmical beats

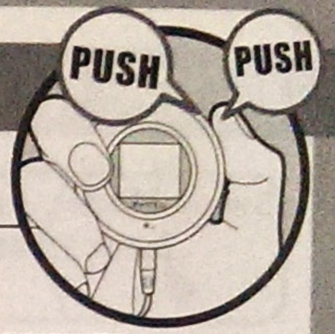
Hard Songs	
Guitar ギター	Found in upbeat, breezy rock 'n roll songs
Core コア	Found in rough, slightly aggressive tunes
Techno テクノ	ound in songs rich with electronic tones
Tropical トロピカル	Found in unrestrained tunes reminiscent of summer

Medium Songs	
Funky ファンキー	Found in songs with funky beat and strong bass
Jazzy ジャジー	Found in moody, adult songs
Folk フォーク	Found in rich, strong storytelling songs
Dance ダンス	Found in danceable tunes with a good beat

Other Songs	
Pop ポップ	Found in popular, light-tempo tunes
Ballad バラード	Found in emotional, slow-tempo tunes
Ska スカ	Found in upbeat songs with unique Ska rhythm
Hearing ヒーリング	Found in songs with clear phrases
Cartoon アニメ	Found in catchy tunes like TV animation theme songs
Game ゲーム	Found in nostalgic, videogame "beep" tunes
Enka エンカ	Found in nostalgic, Japanese traditional songs

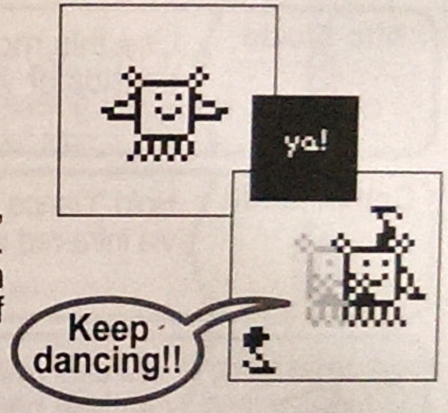


PLAYING WITH YOUR PET

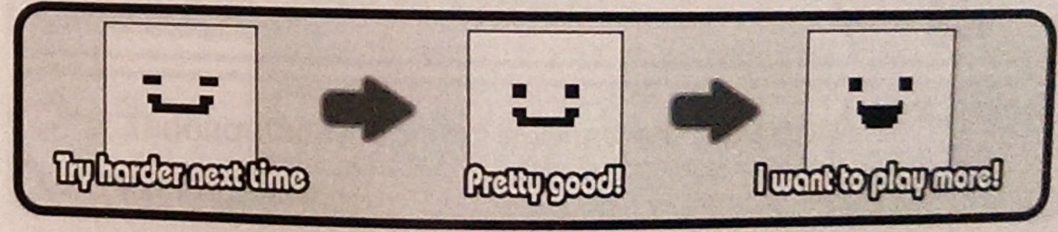


❶ If you play a song from a music player connected to the OTOIZM unit, your pet will start dancing to the tune.

❷ Keeping in rhythm with the tune, repeatedly press the Enter button. If you press the button in time with the tune, OTOIZM will strut its stuff on the display screen.



❸ If you skillfully match the rhythm, your pet will reward you with a happy face at the end of the tune.



MODE INTRODUCTION

Swing Mode
Play melodies OTOIZM has learned or play sessions with collected "WORDIZMs".
→ "Listen to Swing Mode" P20

Mic Mode
Use this mode to record external sounds. Recorded sounds or voices will create WORDIZMs.
→ "Record Words with Mic Mode" P22

Comm Mode
Hold "Dance Contests" or other activities by communicating via infra-red with other OTOIZM units.
→ "Sessions with Friends using Comm Mode" P23

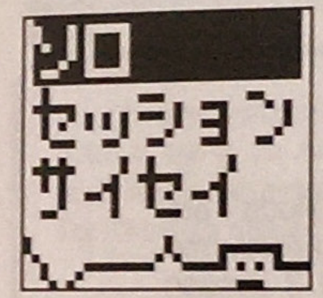
Password Mode
You can view – in password form – the data for OTOIZM pets you have raised or "Session" data.
→ "Password Mode" P25

Profile Mode
View the profile for an OTOIZM pet you are raising.
→ "Profile Mode" P26

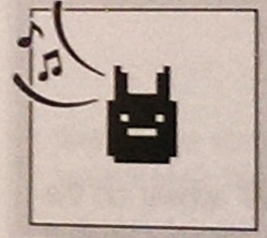
Settings Mode
Change the various configuration options.
→ "Settings Mode" P27

LISTEN IN "SWING MODE"

When OTOIZM pets change their shape, they remember "Melody Bits." With every transformation, these "Melody Bits" combine to form songs.
A pet will remember different "Melody Bits" depending on its transformation.

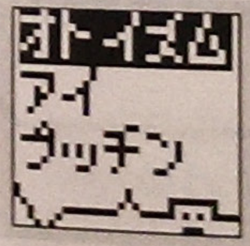


You can listen to songs your OTOIZM has created from "Melody Bits" by pressing the Select button and choosing the "Swing Mode" icon.



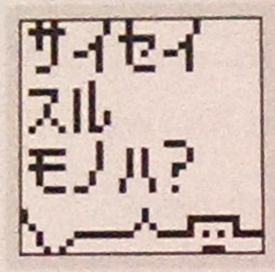
Listen to Solo

Select "Solo" (ソロ) to hear your OTOIZM sing the song it created from combined "Melody Bits". This is a one-of-a-kind tune created exclusively for you.



Listen to Session

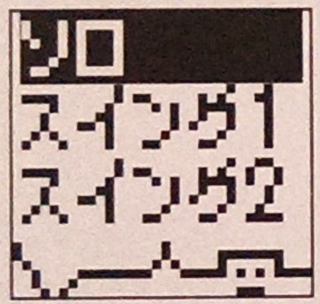
Select "Session" (セッション) to have your OTOIZM sing a "Session Song" along with the WORDIZMs created by recording in "Mic Mode". The song will commence after you've selected 4 WORDIZMs to accompany your OTOIZM.
(→ Collect WORDIZMs in "Mic Mode" P22)



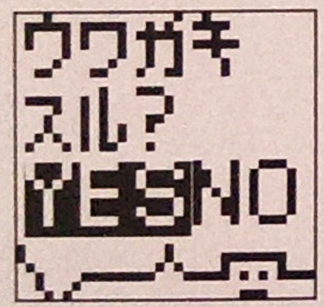
PLAYBACK(サイセイスル)

Select a saved song for play.

Auto-Save



Songs played in "Swing Mode" are automatically saved to the playlist. You can save up to 1 solo and 3 session songs.

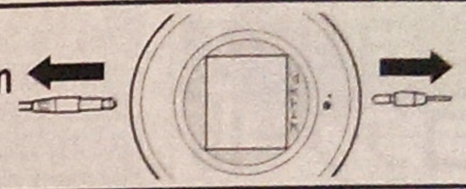


From the fourth song, a prompt will appear on the display asking whether you wish to overwrite existing data. At this point, you can either cancel the save or select which song to overwrite.

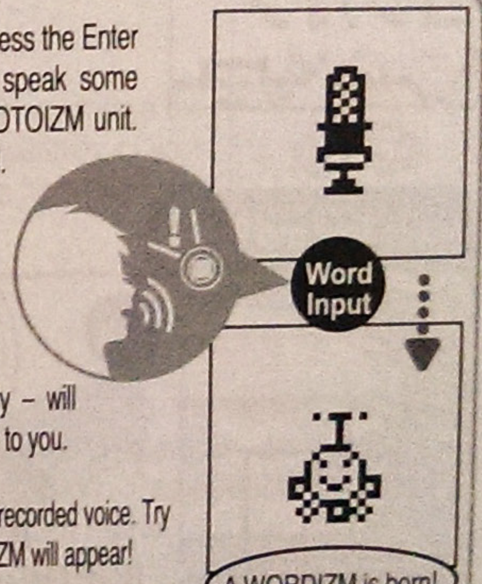
COLLECT WORDS WITH "MIC MODE"

Warning !

Be sure to disconnect the connection cable before using "Mic Mode".



Press the Select button, choose "Mic Mode" and then press the Enter button to activate the microphone input mode. Now speak some words into the microphone located in the back of the OTOIZM unit. Don't be shy. Try changing the pitch of your voice as well.



Based on your words, a "WORDIZM" – OTOIZM's buddy – will appear on-screen. What kind of name you give it is entirely up to you.

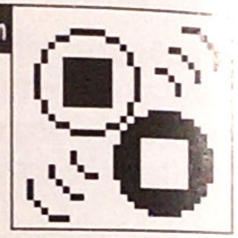
A WORDIZM is spawned from the length and inflection of your recorded voice. Try recording your voice a few times and see what types of WORDIZM will appear!

Your WORDIZMs are saved under "Sessions" (セッション) in Swing Mode. They can be recalled anytime you wish to play with them.

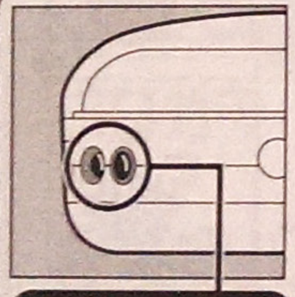
SESSIONS WITH FRIENDS USING "COMM MODE"

Press the Select button, choose "Comm Mode" and press the Enter button. This will provide you with a set of selections to choose from. When the communication screen is displayed hold the infrared communication ports of two OTOIZM units so that the ports face each other.

Communication Screen



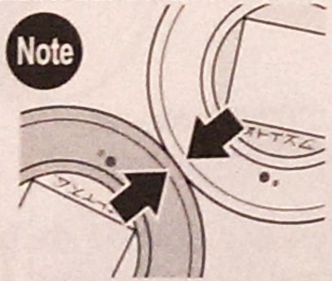
How to Send and Receive



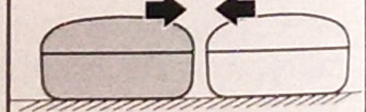
Infrared Communication Port

Hold the ports up against each other.

Note



If you are have trouble establishing communication between two units, set the units on a flat surface such as a desk, as shown in the diagram below.



When communication is established, your friend's pets are automatically registered in your Session List.

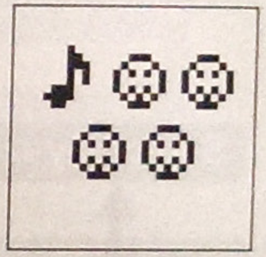
To Swing Mode "Session" (セッション)

Harmonizm Play

When connected with a friend's OTOIZM, your pets can mix their songs to create a single melody. By playing the newly created melody with your respective OTOIZMs, you can enjoy a two-part harmony performance, courtesy of your pets. To start your pet singing, press the Enter button when "LET'S SING" appears on the display. The key to a successful Harmonizm performance is to press your Enter button at the same time as your friend.

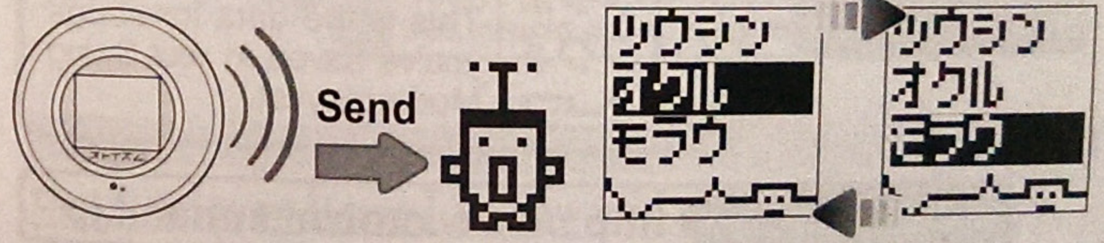
Mating Dance Test

Test the compatibility of two pets by pairing them for a whirl on the dance floor. Following their performance, the compatibility of your pets and their musical tastes will be indicated with a "♪". The more "♪s" on the screen, the more compatible the pets.



Trade Pets

You can trade WORDIZMs with your friends. To do so, the sender selects and enters "Send" (オクル), while the receiver selects and enters "Receive" (モラウ) to execute the communication. transfer. NOTE: You won't lose a WORDIZM when you share it with a friend.



PASSWORD MODE

In this mode, your OTOIZM pet will provide you with spec passwords that are based on its current status and saved song There are two passwords that can be obtained respectively selecting and entering either "My-izm"(マイイズム)or "Session"(セッショ These passwords allow you to access special features such desktop wallpaper downloads for your PC at the OTOIZM website.

マイイズム

Select My-izm

This is the status data for your OTOIZM.

セッション

Select Session

Swing Mode

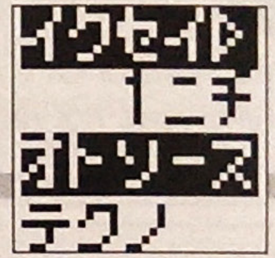
This is the data for songs you've saved in your Swing Mode playlist.

Enter your passwords at http://www.otoizm.konami.jp

PROFILE MODE

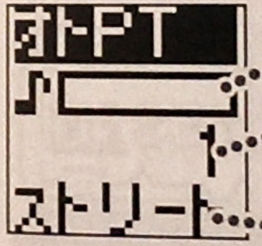
This mode gives you access to detailed information regarding your OTOIZM.

Displays the form and name of your pet.



Displays the age of your pet in terms of days and the name of the current majority OTO-source.

Displays "OTO-point"(オトPT) energy values which control a pet's transformation.



Top Row This gauge increases with every song played. Your pet will transform when the gauge is full and a new source is obtained.

Middle Row Shows the total OTO-points earned up to now.

Bottom Row Shows the pet class name corresponding to the number of points. Class names are assigned as described in the following table.

OTO-Points	0~50	51~100	101~150	151~200	201~250	251~300	301~350	351~400
Class Name	Street	Lounge	Hall	Party	Festa	?	?	?
	ストリート	ラウンジ	ホール	パーティー	フェスタ			

SETTINGS MODE

Sound • サウンド

Toggles OTOIZM's speaker OFF or ON.
(NOTE: This setting does not have any effect on the music player in use.)

Clock • トケイ

Use this to change the displayed date and time.

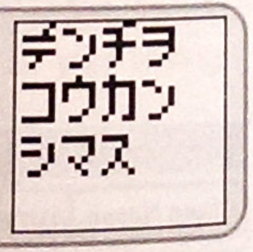
Reset • リセット

Resets the name, status, points and other settings of your OTOIZM, returning it to its default state. This also erases any saved WORDIZMs.

Battery • デンチ

Selecting this option will temporarily shutdown the screen. Change the battery immediately after selecting this option.

See P9 "Changing the Battery" ▶



OTOIZM STANDALONE PLAY When not connected to a music player

Communicating with Pets

When you're not playing music, you can play with your pet. First, make sure you're in quiet surroundings and press the Enter button to switch on the "Listening Mode."

Within a 3-second timeframe, rhythmically press the Enter button to teach your pet the beat of a rhythm. Your pet will learn and repeat the beat back in a series of beeps.

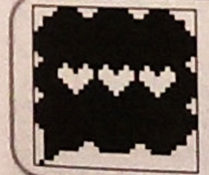
Tap the unit's microphone and your pet will respond by jumping up and down.

※ If you enter this mode when your music player is connected and playing a tune, the sudden burst of music will surprise your OTOIZM and it will leap around the screen.

Quit Listening Mode

No button inputs for a period of time or pressing the Cancel button when OTOIZM isn't singing will return the unit to Standby Mode.

Joy Check



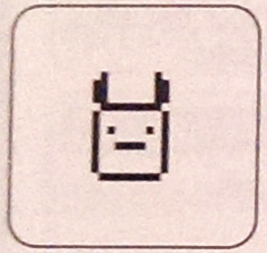
Your OTOIZM will be happier when exposed to lots of music.
Heart symbols are shown on the display when waking up from sleep mode. When the unit is quiet, pressing down on the Enter button for about one second will also call up this screen. It's important that you make sure your OTOIZM doesn't lose too many hearts or it will become nervous and uneasy.

THE PETS

Here are just some of the OTOIZM pets you might see on your display. There are many more than those shown here – try to find them by playing different kinds of music.

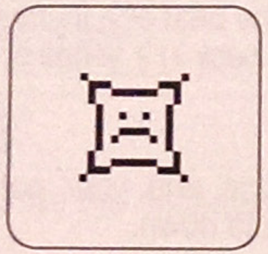
Junior — JUNIOR

PIPI-IZM



Responds to the beat of techno-music. Its "ear"-like antennae are receptors for digital data!

CHIBITOGARIZM

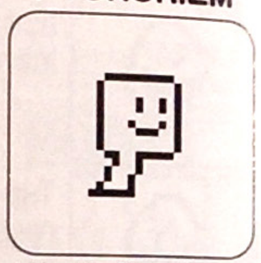


An IZM with attitude. A very touchy little creature.

PAPA-IZM

A stubborn, honest IZM with integrity.

PYOKORIZM

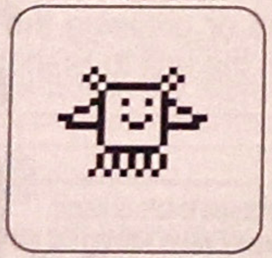


A likeable IZM with charming looks and outstanding dancing skills.

UTA-IZM

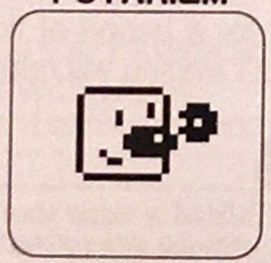
A cute IZM that loves mellow, easy music.

HULA-IZM



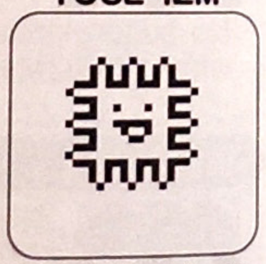
A jellyfish-like tropical IZM that swims around the screen.

FUTARIZM



A rhythm-sensitive IZM paired with its mini-bro.

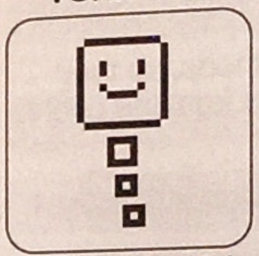
TOGE-IZM



A law-abiding IZM with a strong preference for hard and heavy music.

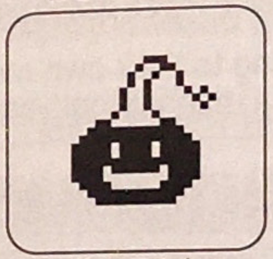
Adult — ADULT

YURA-IZM



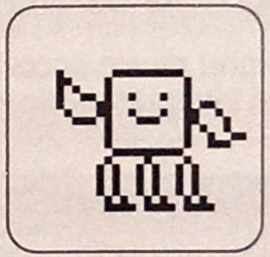
A nature-loving IZM that swings with the flow.

BURU-IZM



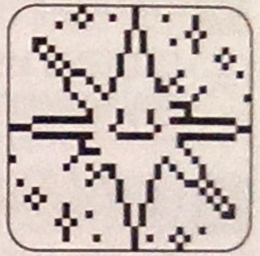
A soulful IZM that loves to sing.

TROPIZM



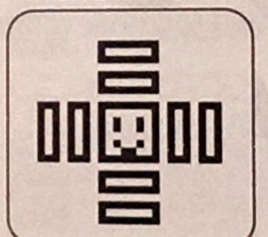
An amiable IZM know for its whimsical dance

SHINIZM



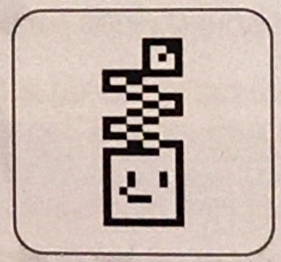
A gorgeous and elegant IZM that simply shines.

DIGI-IZM



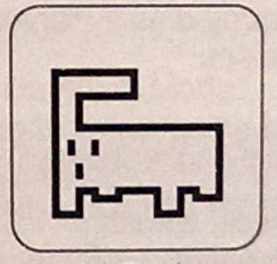
A wild and crazy IZM who's in it for the fun.

BANE-IZM



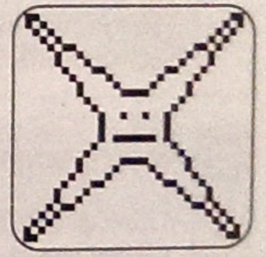
A springy IZM that knows a good backbeat when it hears it.

ZO-IZM



A genial IZM that adores the chart-toppers.

TONGARIZM



A no-regrets kind of IZM that lives for hard-driving music.

Find more information about these IZMs at http://www.otoizm.konami.jp/

TROUBLESHOOTING

Q Even though I played only rock music for it, I got a ballad pet. What happened?

A OTOIZMs interpret music according to their own methods, so they may sometimes interpret music in a manner that varies from the genre.

Q I am unable to communicate between OTOIZMs and an "ERROR" message is displayed.

A Strong light sources such as the sun may interfere with communication. Also, make sure you're holding the communication ports tightly against each other. → P23

Q Even though I am inputting the same word in Mic Mode, I get a different pet.

A It may be interpreted as a different sound when recorded together with background noises.

Q Nothing appears on the display.

A
- Press the Reset Switch. → P5
- Replace the battery. → P9 for battery replacement instructions

Q When will my pet transform?

A For the basics of transformation, see P26.

Q My pet doesn't change its shape even though the gauge is full.

A Try playing a slightly different tune for your pet.

Q I can't hear any sound from my OTOIZM unit.

A Check to see if the sound feature's been turned OFF in "Settings" (セッテイ)– "Sound" (サウンド) → P27

Q I can't hear any music from my player.

A Check to see if your earphones and connection cable are plugged in all the way.

Q My pet is jittering around in the center of the screen and won't dance even if I play music for it.

A Your OTOIZM is probably set to "Listening Mode." Press the "Cancel" button. Fordetailson "Listening Mode?" → P28

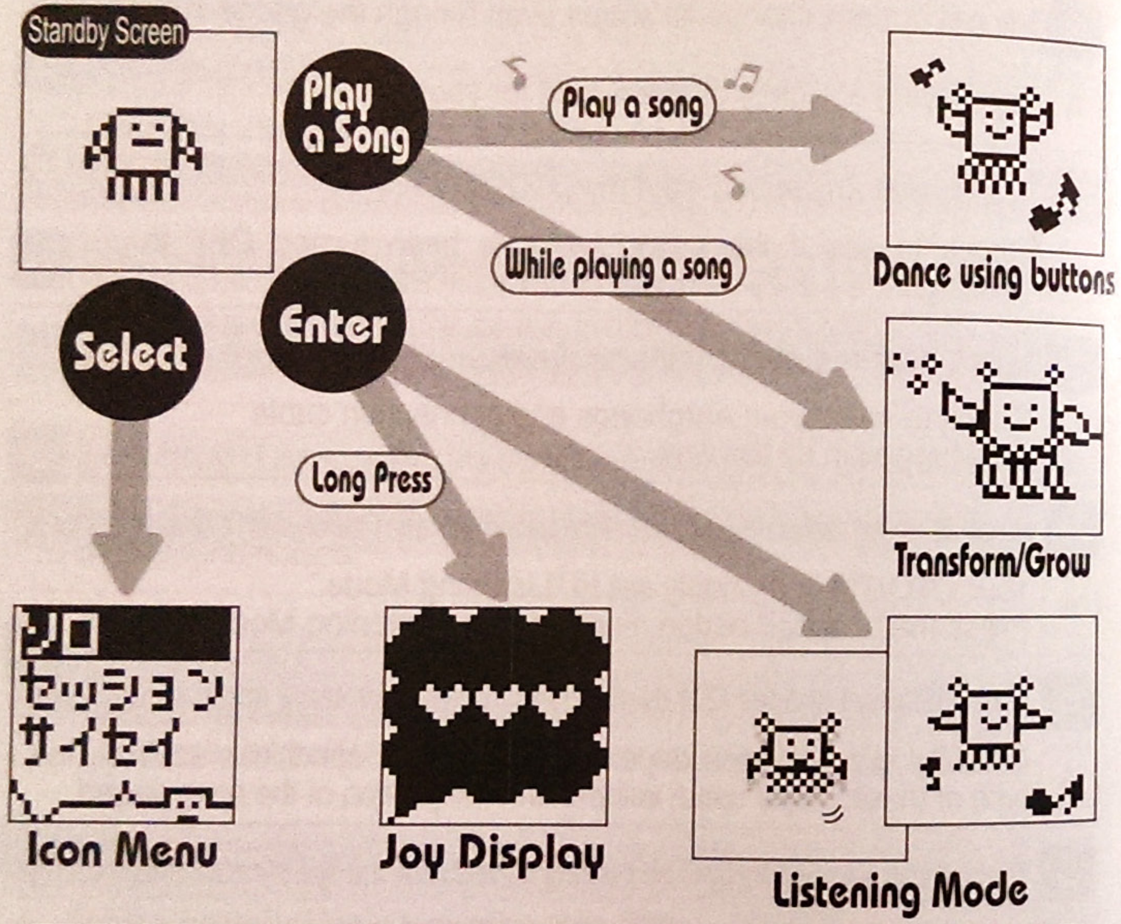
Q I got a different shaped IZM even though I played the same music as my friend.

A OTOIZM growth varies depending on various conditions such as the type of music player used, volume and the portion of the song played.

Q During dance play, even though I am pressing to the rhythm, the type of motion doesn't change.

A Depending on the music, OTOIZM may not be able to detect the rhythm.

QUICK REFERENCE GUIDE



※Press Cancel to return to the Standby Screen.

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Hardware Development	Sente Creations

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※Some visuals and illustrations may differ from what is actually seen on the product.

For ages 12 and over

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